

Second Grade Mathematics

The purpose of this document is to clarify what students should know and be able to do in Quarter 1.

The Competencies listed in the table below are developed from the Texas Essential Knowledge and Skills (TEKS) for that grade level. The chart defines which quarter the Competency is reported (Q1 = Grading Period 1, Q2 = Grading Period 2, etc.).

Teachers will report on the competencies using the Grading Progressions which are comprised of four proficiency levels (developing (DV), progressing (PG), and proficient (PF)) and defines the knowledge and skills students will master on their pathway to proficiency. The Grading Progressions for each Competency are below the yearlong outline of the Competencies. The Grading Progressions define what a student knows and is able to do related to that competency at the end of a unit or quarter. To see what success on each individual competency looks like in a particular unit, please see the Public Overview document for the course.

Students who receive a mark of "Proficient" meet the grade level expectation for that Competency.

| TEKS | Competencies | Q 1 | Q 2 | Q 3 | Q 4 |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-----|-----|
| | C1— Problem Solving The student analyzes word problems, utilizes a strategy, creates multiple representations, communicates mathematical thinking (oral and written), and determines an answer or solution. | х | х | х | х |
| 2.1F, 2.2A, 2.2D, 2.3B | C2 — Numeration The student understands how to represent and compare whole numbers within real-world situations. The student understands how to represent fractional units within real-world context. | х | | х | х |
| 2.1F, 2.4C, 2.5A, 2.7C | C3— Operations The student develops and uses strategies for whole number addition and subtraction within real-world context in order to solve problems. | х | х | х | |
| | C4 — Geometry The student analyzes attributes of two-dimensional shapes and three-dimensional solids within real-world contexts to develop generalizations about their properties. | | | | х |
| 2.1F, 2.9D, 2.9G | C5— Measurement The student selects and uses units to describe length, area, and time within real-world contexts. | | | х | х |
| 2.1F, 2.10C | C6—Data Analysis The student organizes data to make it useful for interpreting information and solving problems within real-world contexts. | | х | | |



Learning Progression for Competency 1: Problem Solving

The student analyzes word problems by determining the important information, utilizing a strategy, creating multiple representations, communicating mathematical thinking (oral and written), and determining an answer.

| Developing | Progressing | Proficient | Advanced |
|-------------------------------------------|-----------------------------------------------------|-----------------------------------------------------|---------------------------------------|
| Identify information needed to | Create and use teacher-selected | Create and use self-selected multiple | Evaluate the problem-solving |
| solve the problem | representation to organize or record | representations to organize or record | process or justify the efficiency of |
| | and communicate mathematical | and communicate mathematical | using a specific strategy (e.g. |
| Represent the values of the | thinking such as: | thinking such as: | When comparing numbers, it is |
| problem using objects or | number sentence | number sentence | faster to look at the value of each |
| pictures of objects | • various types of manipulatives | • various types of manipulatives | digit rather than building the |
| | various types of pictorial | various types of pictorial | numbers using base ten models.) |
| | representations | representations | |
| | • graphs | • graphs | Explain connections between |
| | | explaining the process to solve | representations and the context of |
| | | | the problem situation |
| | Use teacher-selected strategies to | Use self-selected strategies to solve a | |
| | solve a problem such as: | problem such as: | Sentence Stem: The (explain |
| | count objects or picture of | count objects or picture of | representation) because the |
| | objects | objects | problem said(evidence) and |
| | number paths | number lines | that means(reasoning) |
| | number lines | strip diagrams | |
| | ten frames | fact strategies | (e.g. I drew a number line jumping to |
| | part- whole map (strip diagram) | computations using non-standard | the right which makes the number |
| | fact strategies | algorithm | larger because the problem said Jack |
| | • graphs | place value strategy | and Jill had 347 each which means |
| | estimation | number sense strategy | will be joining these two numbers. |
| | one-to-one correspondence for | • graphs | |
| | comparison | | + 347 |
| | | | |
| Explain how the objects or | Explain the process used to solve the | Justify an answer by comparing it to a | \leftarrow |
| pictures of objects represent a number | problem | predicted answer | 347 ? |



Learning Progression for Competency 2: Numeration

The student understands how to represent and compare whole numbers within real-world situations. The student understands how to represent fractional units within real-world context.

Numeration – Numbers up to 999

| Developing | Progressing | Proficient | Advanced |
|---------------------------------------|---------------------------------------------------|-----------------------------------------------|------------------------------------|
| Compose numbers | Compose numbers from expanded form | Explain the connection between expanded | Justify how different decomposed |
| when given models | | form, base ten representations, and place | values are equivalent using models |
| | Decompose numbers into expanded | value chart | and place value understanding |
| Decompose numbers using models | form | | |
| | | Use objects and pictorial models to | (e.g. 200 + 10 + 2 = 100 + 110 + 2 |
| | | compose and decompose in more than | because both sums equal 212) |
| | | one way | |
| Describe the value of each digit in a | Determine 10 more or less and 100 | | |
| number | more or less than a given number using: | | _ |
| | | statement and explain why it is true | Generate and solve real world |
| Generate a number that is more than | | | problems involving comparing |
| or less than a given number | expanded form and place value | Order numbers based on place value | and ordering numbers |
| | | using: | |
| Identify numbers as a distance from | Compare numbers based on place value | base 10 models | |
| any given point on a number line | using: | pictorial representations | |
| | base 10 models | place value charts | |
| | pictorial models | expanded form | |
| | place value charts | | |
| | • | Explain how to order numbers using place | |
| | | value | |
| | Determine the appropriate symbol to | | |
| | represent a comparison and describe | | |
| | using comparative language | | |



Learning Progression for Competency 3: Operations

The student develops and uses strategies for whole number addition and subtraction within real-world context in order to solve problems.

Operations – Numbers up to 99

| Developing | Progressing | Proficient | Advanced |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| dentify information to solve word problems Represent the values in the problem using base ten models Add two values that do not involve egrouping using base 10 models and place value charts Subtract two values that do not nvolve regrouping using base 10 nodels and place value charts | Add two or more numbers using variety of strategies such as: base ten models with place value chart closed number lines with values labeled Represent one-step addition or subtraction word problems using: base ten blocks strip diagrams number lines number sentence Solve problems involving addition or subtraction that include regrouping using variety of strategies: base ten models with place value chart closed number lines with values labeled | Represent one-step addition and subtraction word problems using: base ten models strip diagrams | Justify the efficiency/effectiveness of the chosen strategy or representation as compared to other methods or strategies (e.g. Using a number line to solve the problem 137 – 22 is more efficient than counting objects. When counting objects, I would need to count out 137 blocks, take away 22 blocks, and then count the remaining blocks. With a number line, I would mark 137, jump 10 less, jump 10 less again, then jump 2 less.) |